





IT'LL BE
BETTER
THIS
WAY...!!

THIS
WILL BE
FINE...

Takarashinabara finds himself rooted to the
train station platform.
His game is going to be released as a disaster.
Won't anyone save him?

太陽の征服

La conquista de la industria Eioje por el sol

#6 Debug (3)



AND THAT
"TIME" IS
WHAT WE'RE
SEVERELY
LACKING
IN...

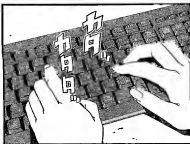
THE
COUNTLESS
SMALL
TYPOS AND
MISTAKES
WILL STILL
TAKE TOO
MUCH TIME
TO FIX.

ASSUMING
THAT I'VE
TAKEN
CARE OF
THE MORE
GLARING
BUGS...

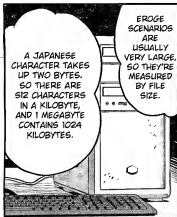
Kanda and Eriko stayed at
Takarashinabara's office,
working all night, but...

前号まで

成功するも失敗するも自由な世界というポリシール下で読者を惑わして切り捨てるやり方で出世街道を駆け上つてきた天才ゲームクリエイター松田大陽は、ついに「太陽の国」の制作に着手した。松田大陽は、ついに「太陽の国」の制作に着手した。松田大陽は、ついに「太陽の国」の制作に着手した。



WHAT A VEXING SITUATION...!!



A JAPANESE CHARACTER TAKES UP TWO BYTES. SO THERE ARE 512 CHARACTERS IN A KILOBYTE, AND 1 MEGABYTE CONTAINS 1024 KILOBYTES.

EROGUE SCENARIOS ARE USUALLY VERY LARGE, SO THEY'RE MEASURED BY FILE SIZE.



HOW LONG IS THIS GAME? HOW MUCH TEXT DO WE HAVE TO CHECK?

...HEY.



3 MB?

THIS GAME IS LONG... THE SCENARIO IS AT LEAST 3 MB IN SIZE.

* COMPUTERS WORK IN BASE-2, SO 1 KILOBYTE IS 1024 BYTES, RATHER THAN 1000.



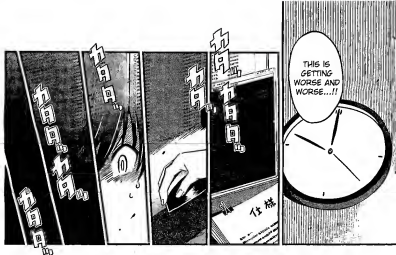
THAT'S THE SAME AS TEN PAPERBACK BOOKS, MAYBE?

I FINALLY UNDERSTAND WHY YOU WERE PANICKING SO HARD, ERIKO...



HOW DO YOU CALCULATE THAT FAST!? U...

SO 3 MB WOULD BE 1,572,864 CHARACTERS!? FOUR THOUSAND PAGES WORTH OF 400-CHARACTER MANUSCRIPT PAPER!?





●神田太朗 ●成功するも自己責任がポリシーの冷血経営マンだった
が、化学兵器を盗引した濡れ衣を背せられ失脚、英理子のエロゲ会社に移わる。



WHAT'LL
HAPPEN
TO THE
GAME
THAT WE
WORKED
SO HARD
ON!?

MOE

WE WERE
ABAN-
DONED!!



WHY DO
YOU THINK
TAKARASHIMA-
BARA-SENSEI
PARTED WITH
HIS PRECIOUS
CREATION!?

YOU
IDIOT!!

YOU...

H!



WE
WANTED
TO KEEP
MAKING
THE GAME
WITH HIM
UNTIL
THE VERY
END!!

B-BUT
STILL,
WE...

KIRISAKI
OFFERED TO
PAY IN FULL
WITH CASH,
SO HE SOLD
HIS GAME IN
ORDER TO
PAY YOUR
WAGES!!

IT WAS
FOR YOUR
SAKE, YOU
KNOW!?



EMPLOYEES
AREN'T JUST
TOOLS TO
BE USED!

THAT'S
WHY WE
CAN'T JUST
OVERLOOK
YOUR
SALARIES....!!



WE...
WE THOUGHT
OF HIM AS
FAMILY, BUT
HE LEFT US...



IT'S
BECAUSE
HE THOUGHT
OF YOU AS
FAMILY THAT
HE DIDN'T
WANT TO
THROW YOU
AWAY!



AH...



...HA...

HABA...

HOW
COULD
YOU GIVE
UP?!

THIS
GAME
BELONGS
TO
TAKARA-
SHIMA-
BARA-
SAN...

AND
YOU!!

WE DIDN'T
KNOW HOW
HE FELT UNTIL
IT WAS ALL
OVER...

WHAT
SHOULD
WE
DO...?

IT'S NOT
OVER
YET.

●月島英理子 ●女だらけのゲーム会社「エリコム」の社長。
主力商品はエロゲ(エロいゲーム)。年齢不詳の美女。

WE...
WE'LL DO
IT...!!

YEAH...!!

MOE

...HAVING
SAID
THAT...

自転車走行禁止
歩行者天国



USER DEBUG-
GING...?

HAVING A
FEW EXTRA
HANDS DOESN'T
REALLY HELP IN
A CRISIS OF
THIS SCALE...

AT THIS
RATE, IT'LL
DEFINITELY END
UP AS "USER
DEBUGGING"!



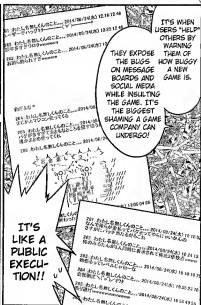
...BUT
THAT'S WHAT
KIRISAKI
WAS AIMING
FOR...

●桐崎京市●資金面のトラブルなどで製作が頓挫したゲームを安く買い叩く「回収屋」と呼ばれる現われ者。「マジコン2」をゲーム史に残るクソゲーにすると思われ。



WE...
WE HAVE
TO COME
UP WITH
SOMETHING
!!

WE CAN'T
LET HIM
HAVE HIS
WAY!!



IT'S WHEN
USERS "HELP"
OTHERS BY
WARNING
THEM OF
HOW BUGGY
A NEW
GAME IS.

THEY EXPOSE
THE BUGS
ON MESSAGE
BOARDS AND
SOCIAL MEDIA
WHILE INSULTING
THE GAME. IT'S
THE BIGGEST
SHAMING A GAME
COMPANY CAN
UNDERGO!

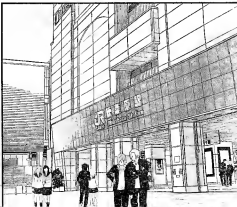
IT'S
LIKE A
PUBLIC
EXECU-
TION!!



THE BIG COMIC スライム



●宝島原●かつて、信販の泣きゲーマジック・コンドーム(通称「マジコン」)を作ったゲーム会社社長。資金繰りに苦しみ、統制の権利を売却、会社を倒産させる。





YOU'RE...
KANDA-
KUN,
WAS
IT...?



AH,
OVER HERE,
TAKARA-
SHIMABARA-
SAN!

CHUUOU-
DOORI...?



TL Note: Chuuou-doori is Akihabara's central street. Translating it felt weird so I didn't.



WE'RE...



DEBUG-
GING!?

THEY'RE
DEBUGGING
"MAGI-CON
2"!

BUT IT'S
TOO LATE...
AND HOW
CAN THEY
BE DOING
THAT IN A
PLACE LIKE
THIS...!?



KANDA-
KUN...

WHAT'S THIS
BIG CROWD
HERE FOR?

...IN THE
HEART OF
AKIHABARA!

...HAVING
PEDESTRIANS
DEBUG THE
GAME FOR
US...

Public
Test
Play
Cam-
paign

Public
Test
Play
Cam-
paign





お便りください!

先生へ

ゲーム界の第一人者、
大活躍中!!

先
千1000日本郵便株式会社 徳川郵便局私書箱22号 小学館
ビル3F コミックススリリング 編集部 郵付 徳川郵便局私書箱22号



EVERYONE
LOOKS
LIKE THEY'RE
HAVING FUN,
RIGHT?

I-I NEVER
WOULD'VE
EXPECTED
THIS...



I THINK THAT
"MAGI-CON" HAS
ONCE AGAIN
CAPTURED THE
HEARTS OF ITS
FANS.

WE SPREAD
THE WORD ONLINE
THAT PEOPLE CAN
TRY OUT THIS NEW
GAME RIGHT BEFORE
ITS RELEASE, AND
WE'VE BEEN GETTING
MORE AND MORE
PARTICIPANTS.

JUST LIKE
HOW YOU CARED
ABOUT THEM...

THEY ALSO
CARE MORE THAN
YOU THINK...



MY PREVIOUS
STAFF ARE
HERE TOO, EVEN
THOUGH THE
COMPANY WENT
BANKRUPT...!



...ABOUT THE
LEGENDARY
GAME "MAGIC
CONDOM"...

...AND ITS
CREATOR,
TAKARA-
SHIMABARA-
SAN!



I DESTROYED
SUCH A BELOVED
GAME RIGHT
IN FRONT OF
THEM...!



I WAS IN
SUCH A HURRY
TO PAY THE
BILLS THAT I
LOST SIGHT OF
THE MOST
IMPORTANT
THING...!

I'M A
TOTAL
FOOL





TAKARA-SHIMA-BARA-SENSEI!

JUST WATCH.
WE'LL TURN THIS
INTO A GAME
THAT'LL BE
REMEMBERED AS
A MASTERPIECE!

CREATORS, STAFF, USERS, AND OTHERS IN THE INDUSTRY...
THE FEELINGS OF MANY HAVE COME TO SAVE THIS MASTERPIECE.
NEXT CHAPTER, THE FATED RELEASE DATE ARRIVES...



THANK YOU
SO MUCH...!!

THANK YOU,
TSUKISHIMA-KUN,
KANDA-KUN.

Eroge no Taiyou - Chapter 6

Scanned by Shini-tan @ kouhi.me

<http://blog.kouhi.me/scanlation-eroge-no-taiyou-chapter-6>

